MazeBuilder
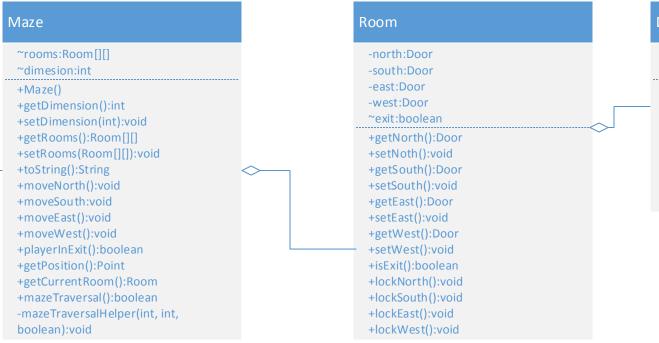
dimensions: int

+MazeBuilder()
+MazeBuilder(int)
+build(): Maze
-roomSetup():Room[][]
-doorSetup(Room[][]):void
-randomLocks(Maze): void

Maze

~rooms:Room[][]
~dimesion:int

+Maze()
+getDimension():int
+setDimension(int):void
+getRooms():Room[][]
+setRooms(Room[][]):void
+toString():String
+moveNorth():void
+moveSouth:void
+moveEast():void
+moveWest():void
+playerInExit():boolean
+getPosition():Point
+getCurrentRoom():Room
+mazeTraversal():boolean
-mazeTraversalHelper(int, int, boolean):void

Room

-north:Door
-south:Door
-east:Door
-west:Door
~exit:boolean

+getNorth():Door
+setNoth():void
+getSouth():Door
+setSouth():void
+getEast():Door
+setEast():void
+getWest():Door
+setWest():void
+isExit():boolean
+lockNorth():void
+lockSouth():void
+lockEast():void
+lockWest():void

Door

-locked:boolean
-open:boolean

+Door()
+isLocked():boolean
+isOpen():boolean
+lock():void
+unlock():void
+open():void
+close():void
+canPass():boolean